1. IN THE BEGINNING...

The fate of the Republic is in question. Disciples of the Dark Side are seizing control of the Trade Federation and the sovereignty of the free planets is now in doubt. Tired of negotiating trade agreements, the Trade Federation is now using force to pursue its policies.

For the peaceful inhabitants of the planet Naboo, there is little hope of resistance. The Trade Federation has formed a powerful blockade around the planet. Ships to and from the planet are being stopped. A heavy occupational force is preparing to land on the planet's surface in an effort to "compel" the Queen to except the Trade Federation's terms. If help from the outside cannot be found, the people of Naboo are doomed.

As a Naboo starfighter pilot, you represent the planet's only hope for rescue. If the Queen can escape beyond the blockade and present her appeals to the council on Coruscant, the Trade Federation's aggression may yet be stopped. It is up to you and your squadron to blast a hole in the blockade and win the Queen's freedom!

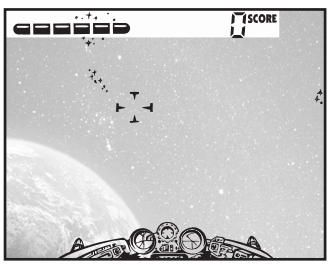
2. YOUR MISSION

The Queen must escape through the Trade Federation blockade and win support from the Council on Coruscant. To do this she will need your help and the help of the Naboo starfleet. There is a large force of Trade Federation battleships and droid fighters orbiting the planet, preventing any ship from leaving. You must lead a squadron into space and clear a path for the Queen's escape.

Your Naboo starfighter is armed with both twin laser cannons and proton torpedoes. Move your target cursor around the screen and center it on enemy targets. Fire your weapons when the cursor is over an enemy target to score a hit! Use your torpedoes on larger ships that take more hits to destroy.

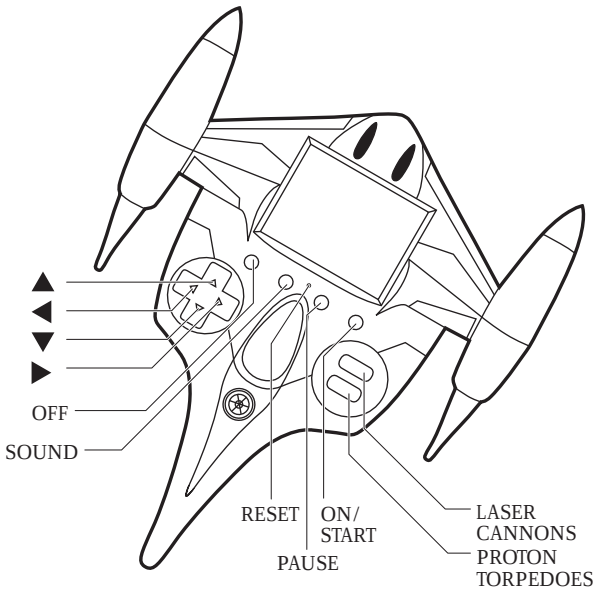
Be careful not to shoot the Queen's ship or other members of your squadron. They will be flying in and out of your view so make sure you identify each ship before attacking. If the Queen's royal starship is destroyed the game is over.

Your shields can take 6 hits from enemy fire before your starfighter is destroyed. Shield energy will be restored after each stage but if you take 6 hits in one stage, your mission is over. Check your shield meter at the top of the screen to see how much energy your shield has left.



After each stage is complete, press the ON\START button to begin the next stage. If you can complete all 4 stages, the way will be clear for the Queen's escape and you will have won the game.

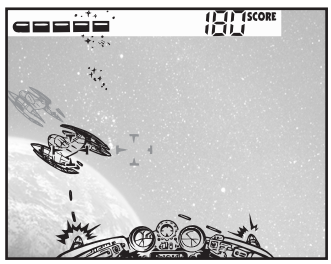
3. NABOO STARFIGHTER CONTROLS



ON/START	– to turn on the unit – to start each stage
PAUSE	– to pause the game.
SOUND	– to turn the sound off and on.
OFF	– to turn off the unit
RESET	– resets the game in case of malfunction. This will also erase the high score.
▼	– to move the target cursor down.
▲	– to move the target cursor up.
◀	– to move the target cursor left.
▶	– to move the target cursor right.
LASER CANNONS	– to shoot the Naboo Starfighter laser cannons
PROTON TORPEDOES	– to shoot the Naboo Starfighter torpedoes.

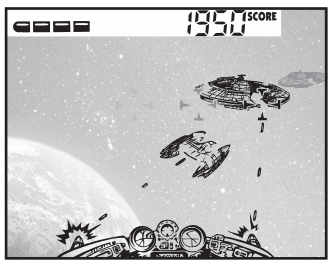
4. GAME STAGES

Stage 1



Droid fighters are patrolling the space above the planet Naboo. Any attempt at breaching the blockade will be met with immediate droid fighter resistance. Though the patrols are light enough for your squadron to handle, reinforcements will not be far behind. Your first mission is to scramble your squadron and make sure the Queen's ship has a safe zone for launching. Droid fighter patrols in the area must be knocked out and the first line of the blockade must be breached.

Stage 2

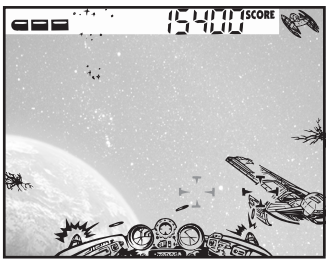


Once the patrols are destroyed you must lead your squadron deeper into the blockade and face the second line of the occupational forces. Trade Federation battleships in the area of the breach must be destroyed so the Queen's royal starship can safely navigate to open space. Droid fighter reinforcements will be arriving and you will need to protect other members of your squadron. Destroy the battleships and prepare for the Queen's escape!

Stage 3

The Queen's ship is now flying for the breach! Droid fighters continue to swarm in and other battleships are converging on the scene. Trade Federation landing ships on the outer ring of the blockade are moving to block the breach. With the royal starship now committed, you and your squadron must keep the Queen safe while destroying this last line of the blockade. Clear out the landing ships and keep the other attackers at bay while the Queen prepares to engage the hyperdrive.

Stage 4



With the royal starship preparing to jump to light speed, the Federation is desperate to stop the Queen from escaping. Your squadron has proven to be more than a match for the Trade Federation host and reinforcements will not arrive quickly enough to stop your lightning strike. Enter the Sith.

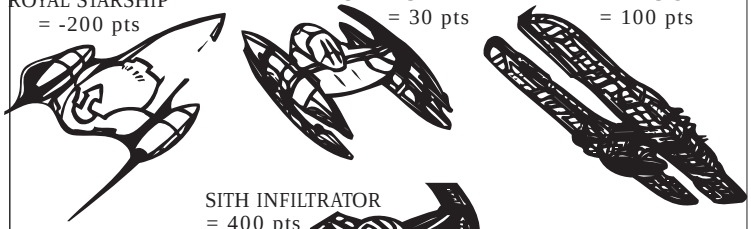
Darth Maul, in command of the Sith Interceptor, is the Trade Federation's last chance to stop the Queen. If you can destroy his ship, the Queen will escape. If not, he will overtake the defenseless royal starship and end all hope for the people of Naboo!

5. POINTS

ROYAL STARSHIP
= -200 pts

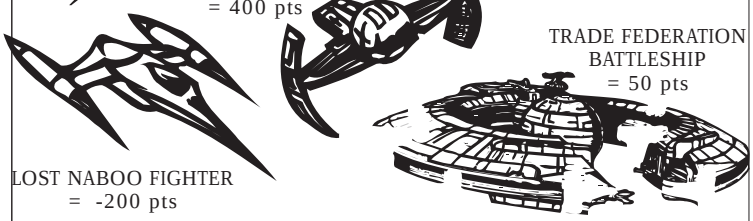
TRADE FEDERATION
DROID FIGHTER
= 30 pts

TRADE FEDERATION
LANDING SHIP
= 100 pts



SITH INFILTRATOR
= 400 pts

TRADE FEDERATION
BATTLESHIP
= 50 pts

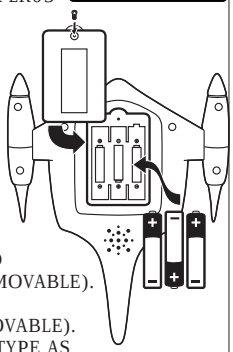


LOST NABOO FIGHTER
= -200 pts

FOR EVERY SHIELD UNIT LEFT AFTER A STAGE = 50 pts

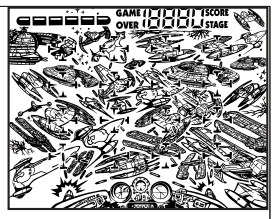
6. INSERTING THE BATTERIES

To insert the batteries, have an adult open the battery compartment cover at the back of the game. (Remove the screw holding the battery door onto the back of the game unit and remove the door.) Insert 3xAAA OR LR03 batteries or equivalent (Batteries not included) as shown.



TO ENSURE PROPER FUNCTION :
– DO NOT MIX OLD AND NEW BATTERIES.
– DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
– BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
– NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
– RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
– RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
– ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
– BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
– EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
– THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.

RESET BUTTON:
After battery insertion, the RESET switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram at the right.



7. CAUTION / DEFECT OR DAMAGE

High temperature will destroy the unit.
Do not leave unit in direct sunlight.

Do not use a pencil or pin to press the RESET switch. Use a ball-point pen.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Clean only with a piece of soft dry cloth.

Replace battery at the first sign of erratic operation.
If a part of your ELECTRONIC HANDHELD NABOO ESCAPE GAME is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

Tiger Electronics, Ltd. Repair Center
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

Please include a note with your return explaining the problem along with a sales slip, date, place of purchase and price paid. We will do our best to expedite your return promptly.

8. 90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. This warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to Tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of U.S.$6.00. Payments must be by check or money order payable to Tiger Electronics, Ltd.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the product.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 6006l, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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